

**PORTABLE ENTERTAINMENT MACHINES****ABSTRACT**

- A portable entertainment machine (1) is used for storing, displaying and swapping digital objects such as virtual swap cards or tokens, video clips, or game features relating to a game that can be played on the machine. The machine has a selected article window display (8) in which the user can display digital objects, or icons (8a, 8b, 8c, 8d) corresponding to digital objects, that have been selected by the machine user as being potentially available for swapping with another machine.
- 10 The machine is provided with a short-range wireless transceiver (7) and when the machine comes within range of another such machine, the possibility arises of a digital object swap transaction. Articles offered for swap by the second machine (1'), Figure 2, are displayed in a reciprocal display portion (10) of the display 3 of the first machine, and the content
- 15 of the selected article display (8) of the first machine is displayed to the user of the second machine in the reciprocal display portion (10) of the second machine (1').

The user of the first machine can indicate a proposed swap in the linking indicator display portion (9). If both machine users agree on a proposed swap then the swap is executed.

Additional digital objects may be acquired by purchase from a static digital object vending machine, Figure 6, by means of short-range wireless communication.

**(Figure 2)**